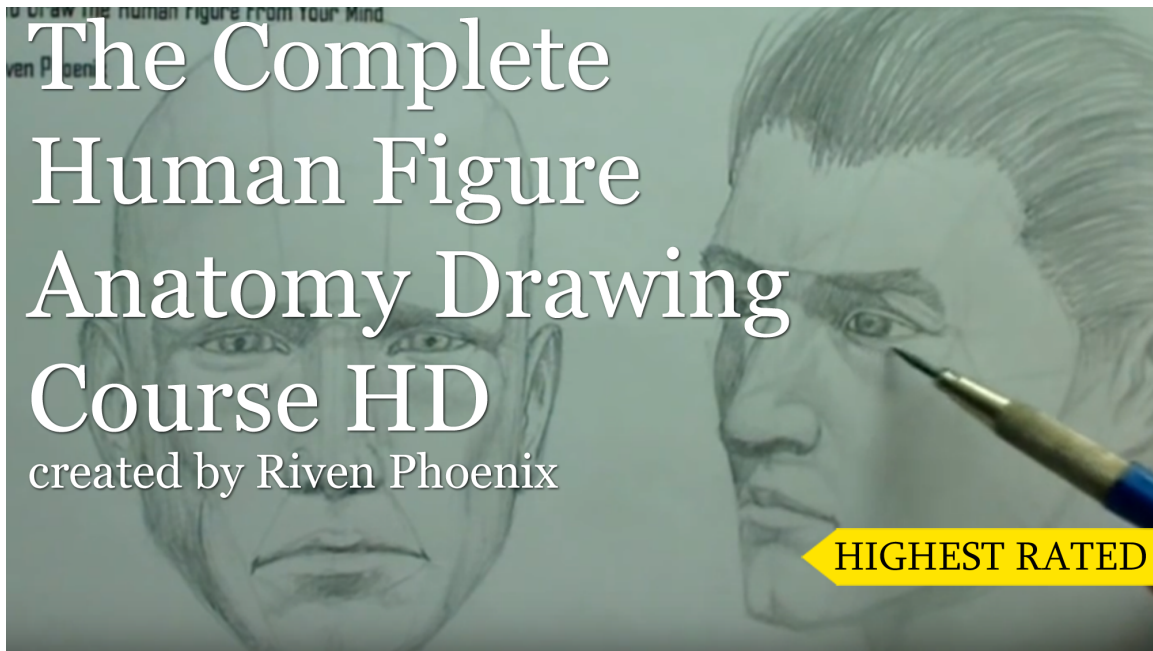


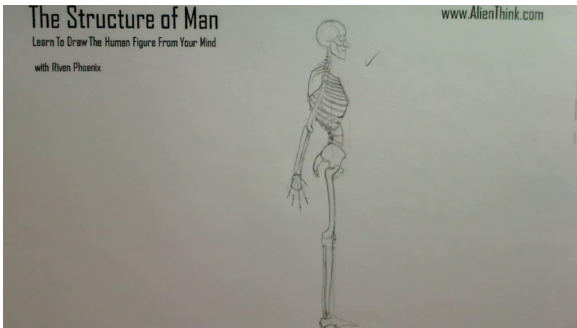
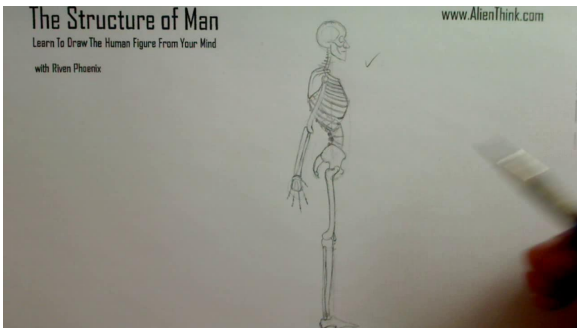
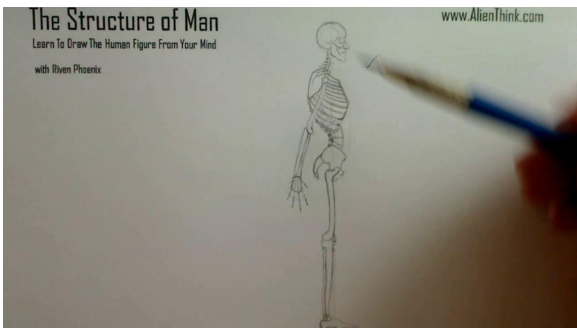
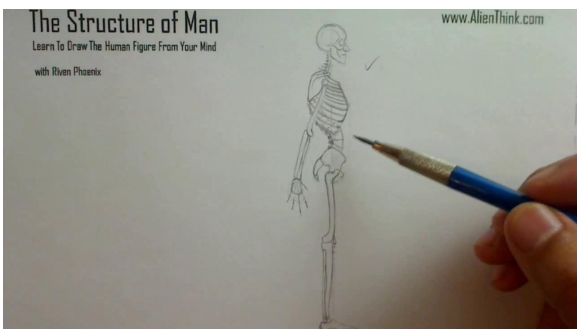


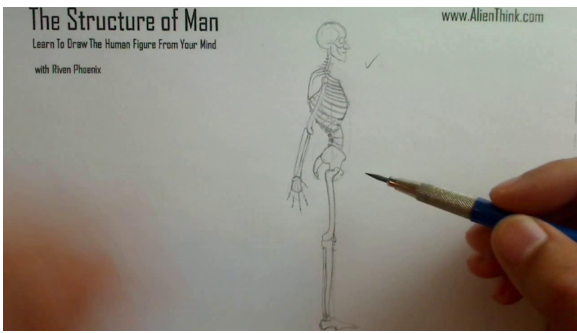
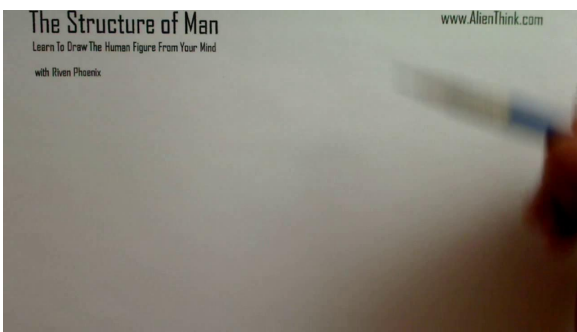
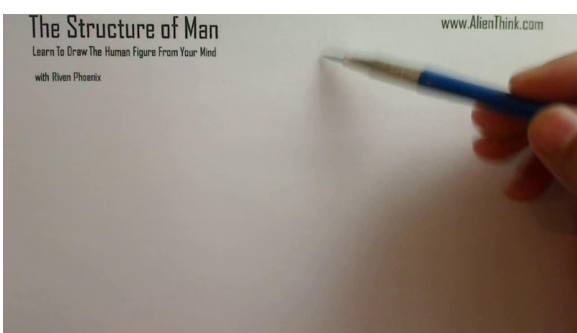
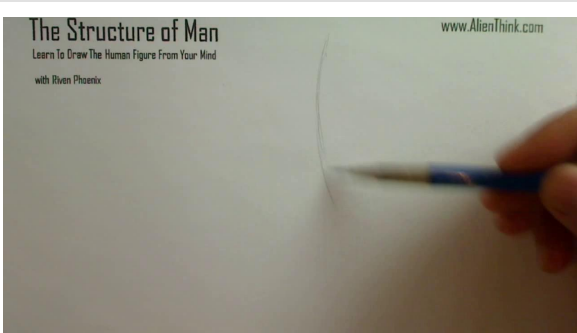
The Structure of Man

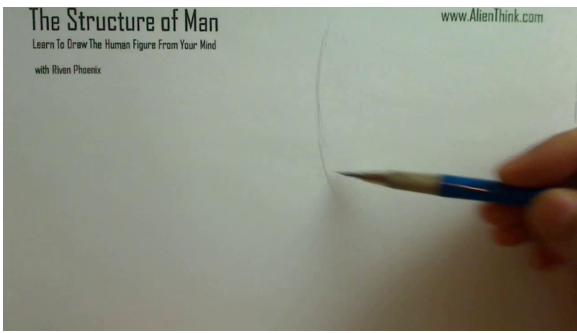
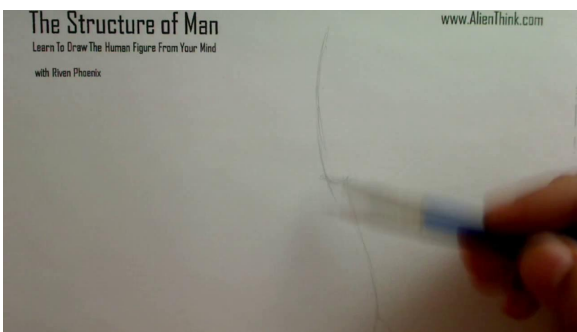
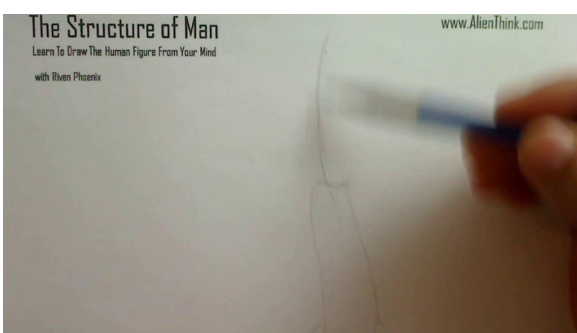
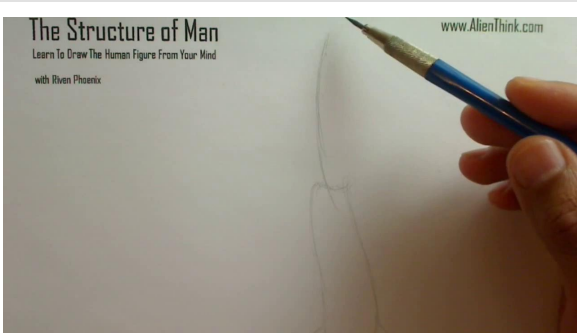
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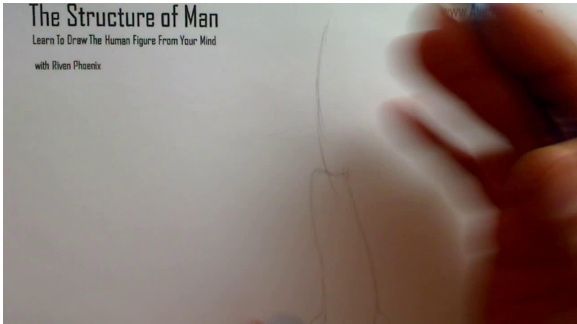
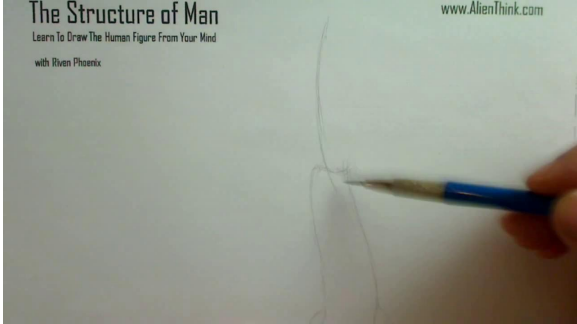
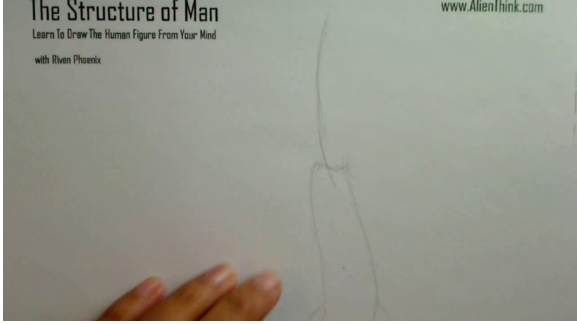
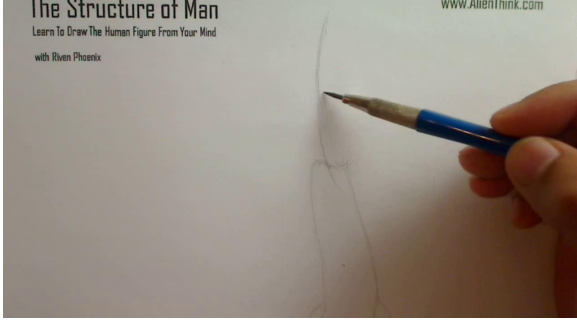
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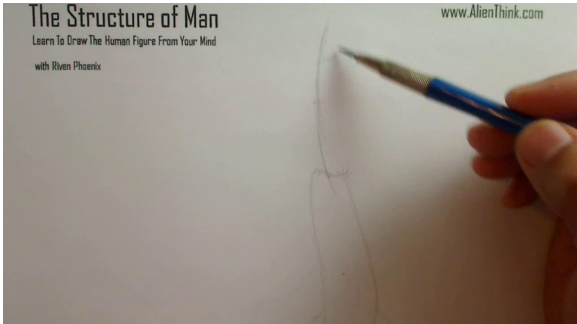
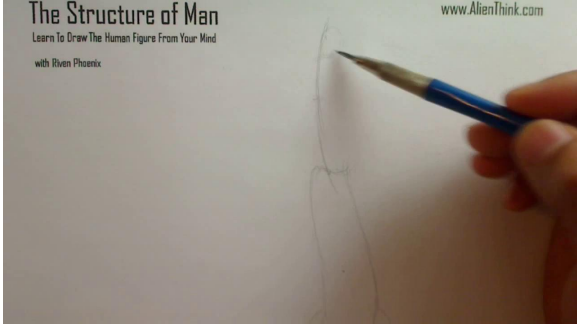
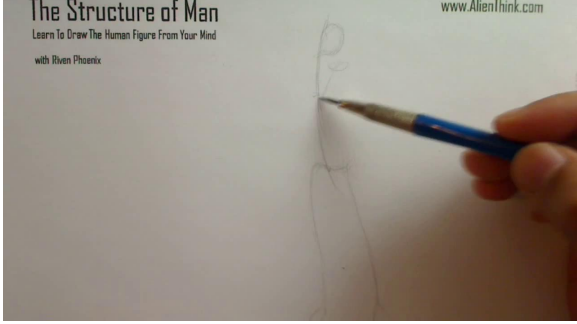
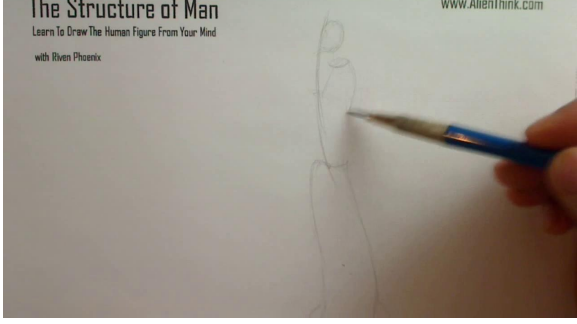
Figure Drawing Lesson 072 - Conclusion of the Skeleton
- Front 3/4 View

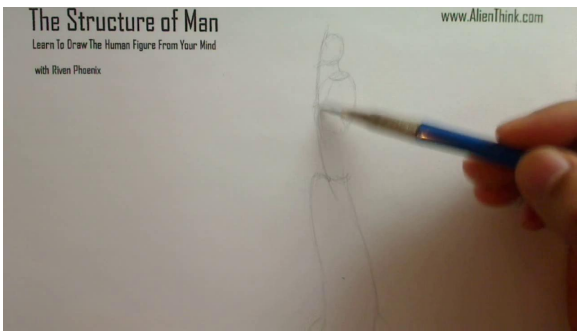
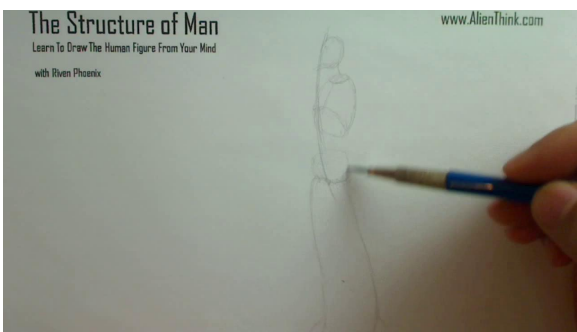
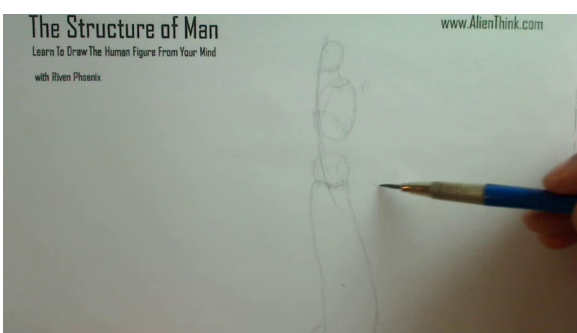
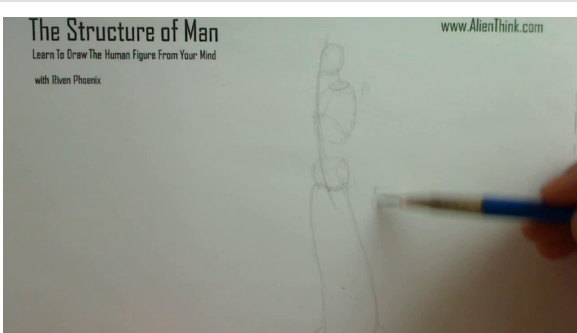
1		Hey guys, my name is Riven Phoenix and welcome to the structure of man learning to draw
2		the human figure from your mine training course.
3		Okay, so in the previous lesson we had seen that we had conceptually understood and mastered
4		the skeletal structure from the side view.

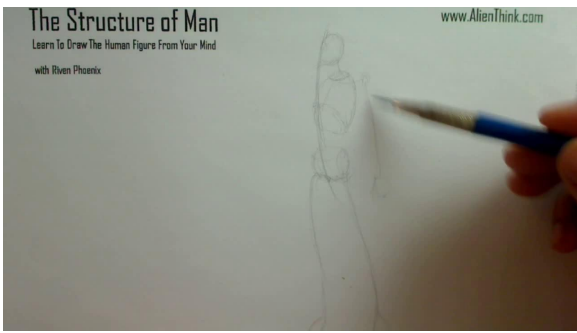
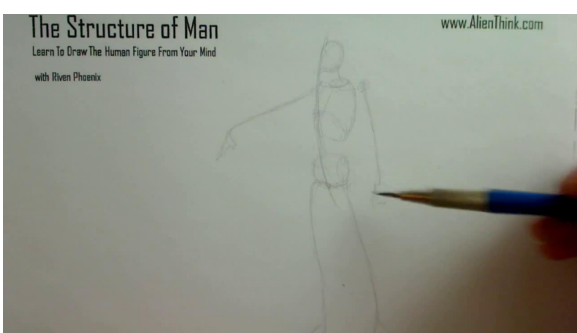
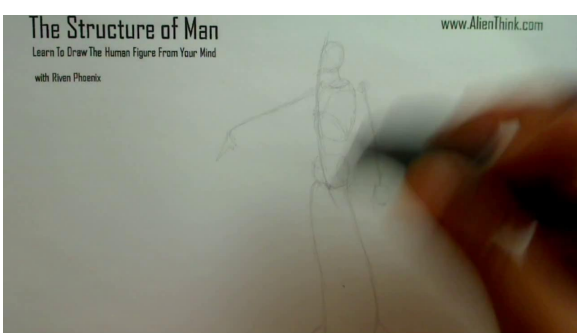
5		So now what we're going to do is draw it from a 3.40 view, right, so we're almost done
6		with this lesson series in the skeletal structure.
7		So here we already know that okay, we can just simply just put a line down in this way
8		here, right, so here I'm just going to make sure I'm on camera.

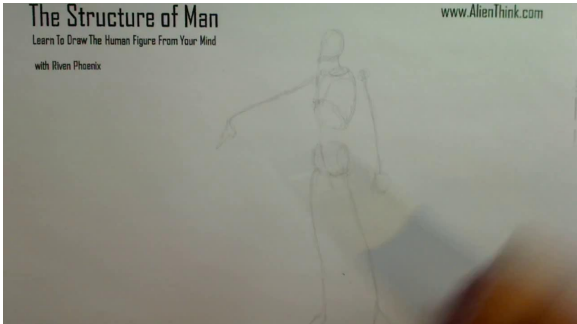
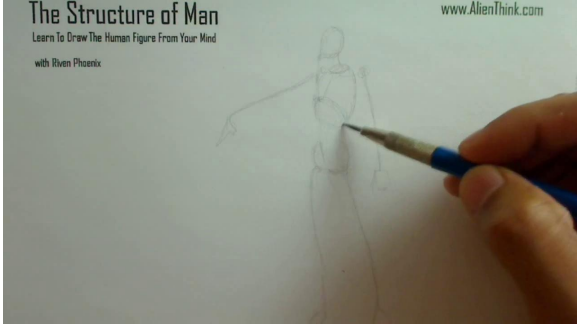
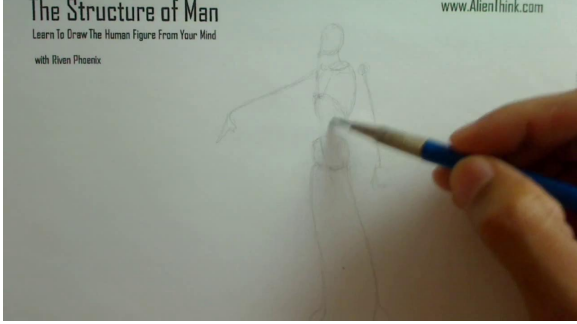
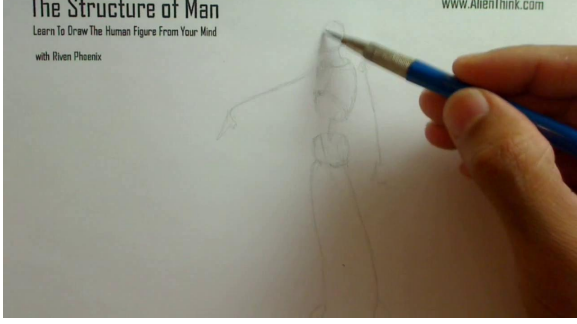
9		So in here we can just simply make this into a gesture system like this, right, it'll
10		be down here and then over here make it like so, right, so you can see here that this
11		ability that we've developed, right, so here I know that the camera here, that this is
12		the top of the camera, this is the bottom, right, so regardless of what kind of box, even

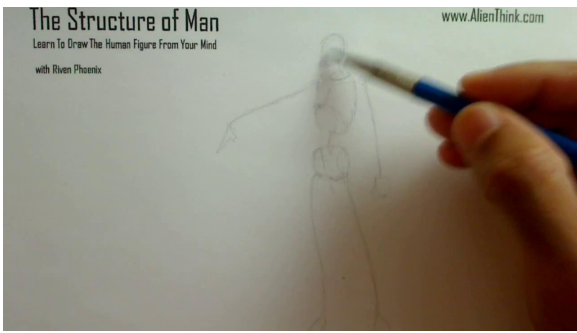
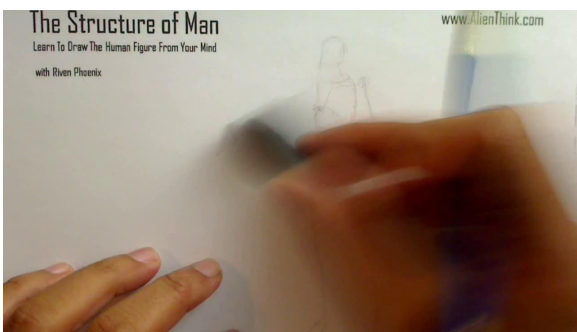
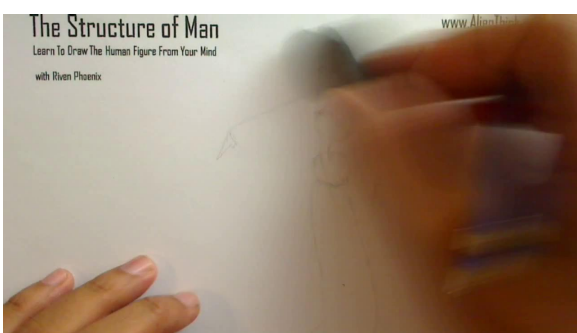
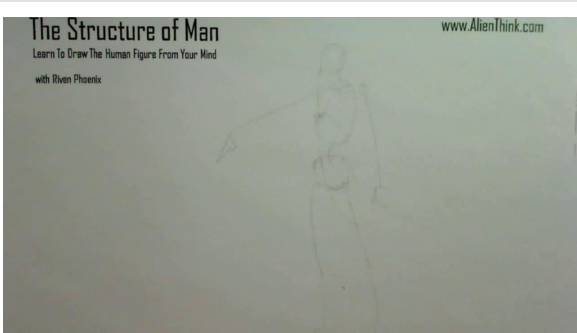
13		if you're doing sequential art, you'll be able to just understand that how to fit things
14		in that in that box shape, right, if you're doing figure like this.
15		So once we have this, we already know that okay, so the crotch is about here and then
16		you're going to get the line for the chest, this is going to be basically the line for

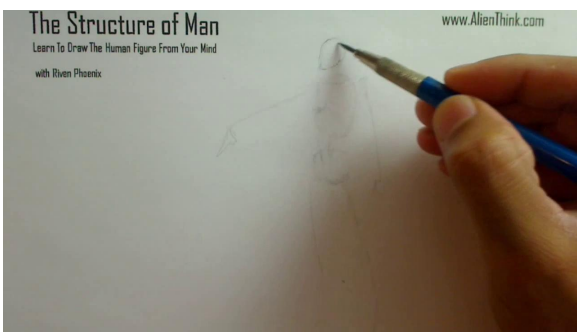
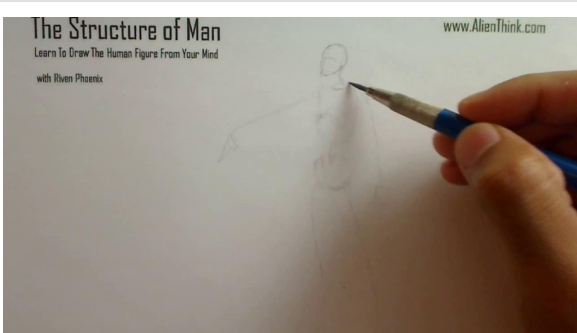
17		the the head.
18		So again, we're just going to do the same thing that we've been doing before and just put
19		down the structure here, understanding that the negative space is there, right, we got
20		to go through this training process first before looking at more complicated poses, right,

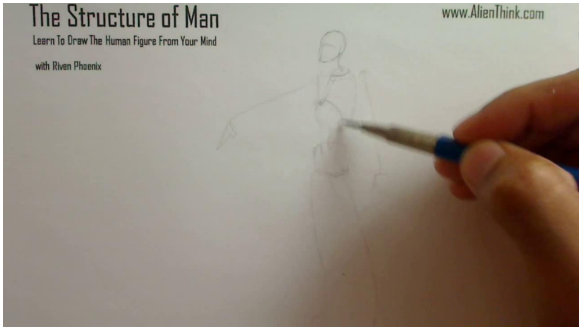
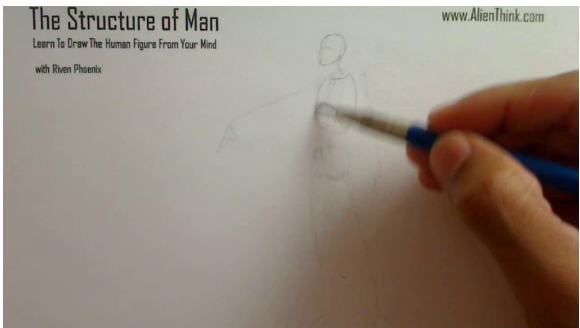
21		so we know understand about this process over here and we know that this is going to
22		be the idea here for the pelvic area here and this is going to be easier over here.
23		So here we'll do the hand, actually we'll do the hand going this way, like the thumb is
24		going this way and I'll draw it out like this, so here I'll put a little bit of a bend

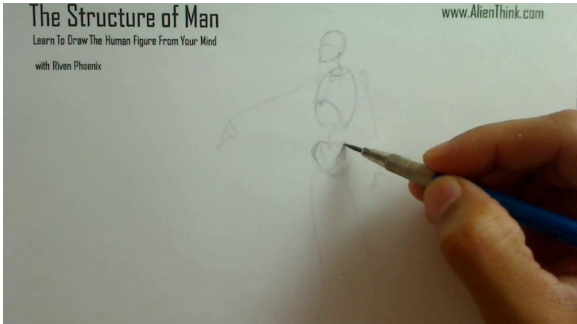
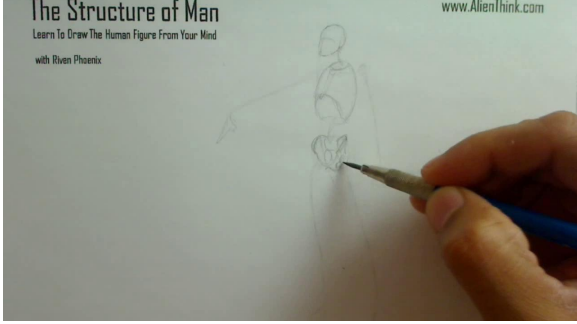
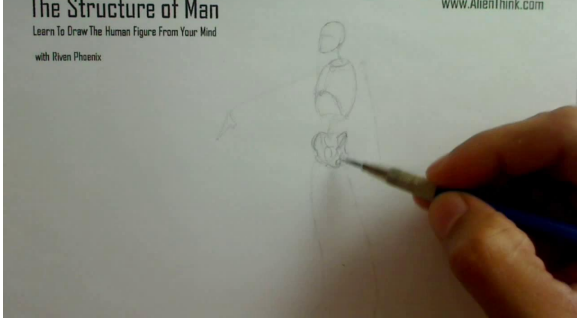
25		on the hand over here, right, and then let's do this arm this way, let's do it this way
26		that we and since there's a three, four to view going out and this way, right, give
27		it more of a much more organic look.
28		So here I can just once I have these concepts, I can raise this line here that I put down

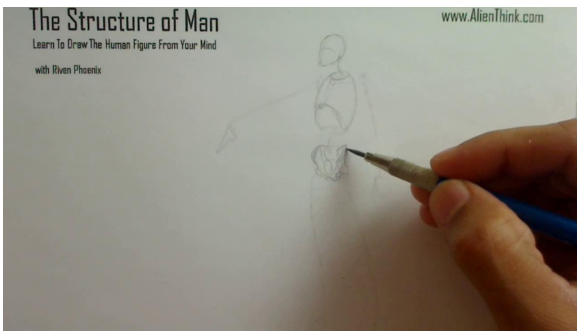
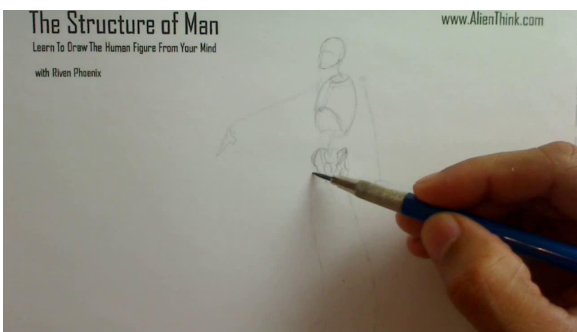
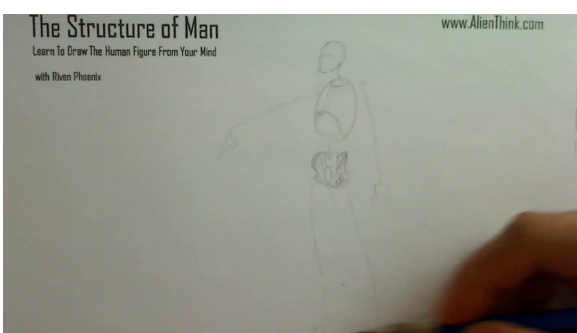
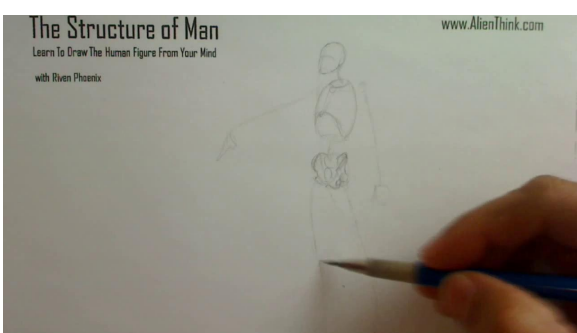
29		for the gesture system, you can see what's going on.
30		So once this is done, you know what's going to happen next, right, it's basically like
31		a story more system, regardless of which area we begin, it doesn't matter, right, as
32		long as we have the concept down.

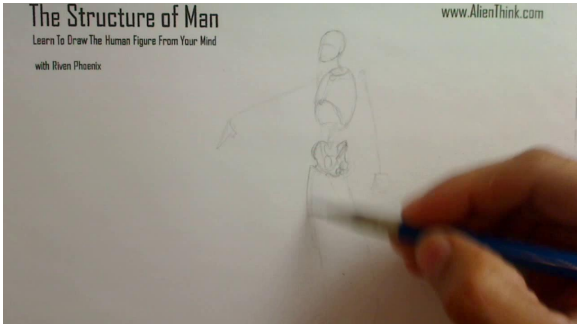
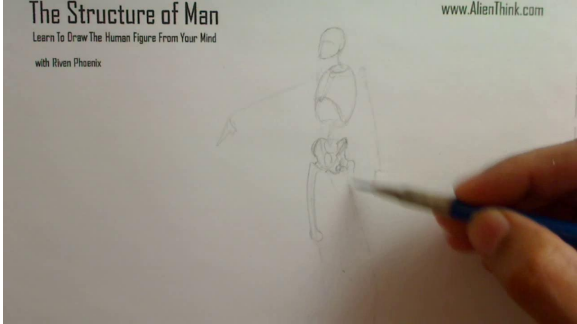
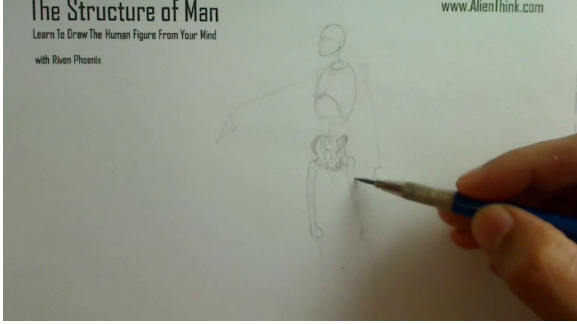
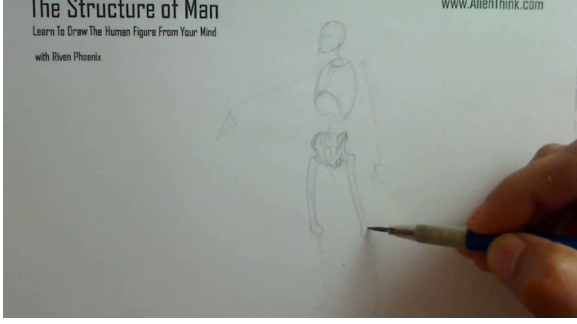
33		So once we have this, we know that we can just simply erase some of these lines here very
34		lightly, right, just keep the anomalies in the back in the drawing process and then come
35		back and do a successful drawing.
36		I'm just going to sharpen the pencil really quickly here.

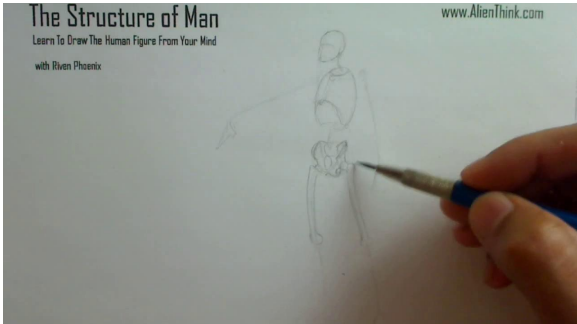
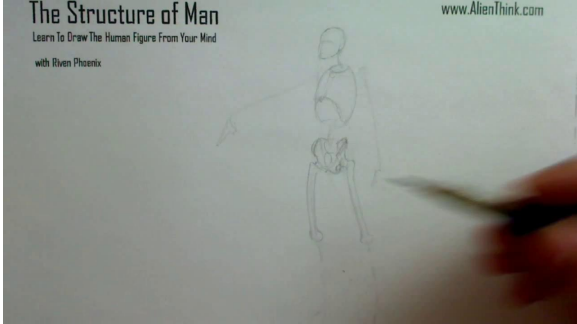
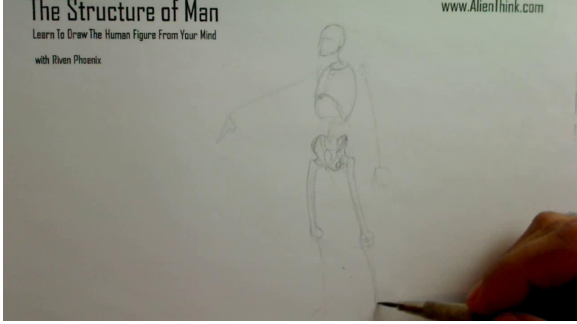
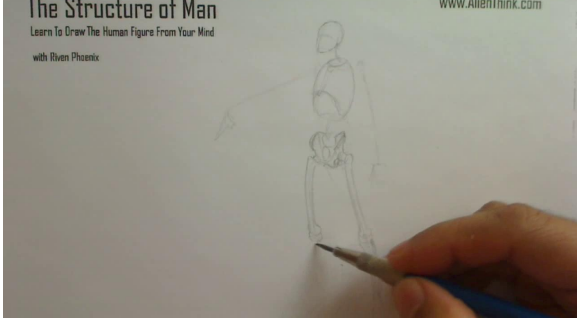
37	 The Structure of Man Learn To Draw The Human Figure From Your Mind with Riven Phoenix www.AlienThink.com	So here we know that okay, original idea is that we just get the jaw over here and we're
38	 The Structure of Man Learn To Draw The Human Figure From Your Mind with Riven Phoenix www.AlienThink.com	going to get the head shape here, right, so this is the first drawing process, just get
39	 The Structure of Man Learn To Draw The Human Figure From Your Mind with Riven Phoenix www.AlienThink.com	the basic shapes down first and then over here we're going to get the neck area just like
40	 The Structure of Man Learn To Draw The Human Figure From Your Mind with Riven Phoenix www.AlienThink.com	this over here, we're going to get like this tie system over here and then draw out the

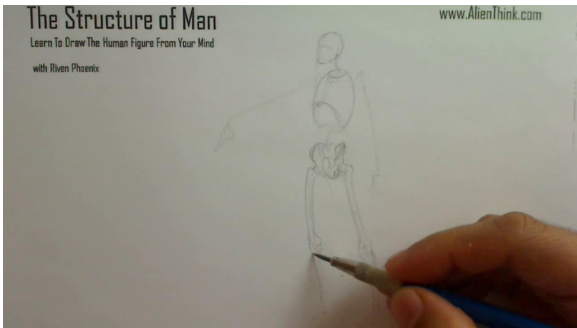
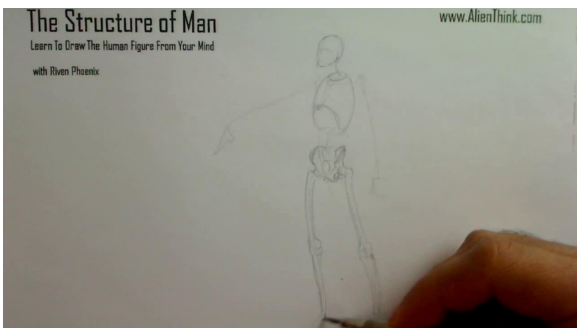
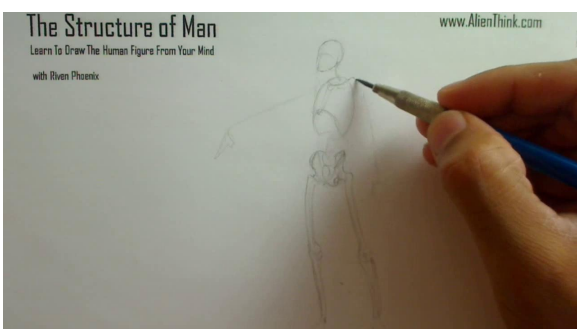
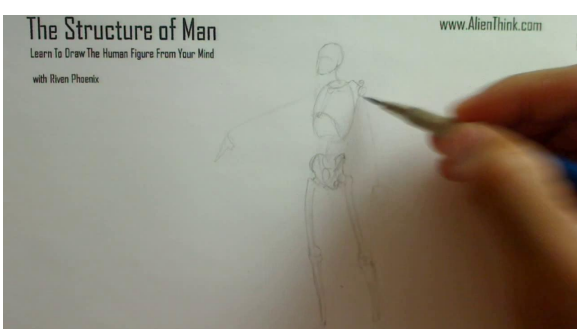
41		chest cavity in this way, right, so it's going to be basically like this, right, so this
42		is the second drawing process, the second drawing process is just get your forms down now.
43		So here I'm going to just work out that this is going to be the pelvis area over here,
44		right, and here you have to kind of like fiddle with it a little bit, maybe because you got

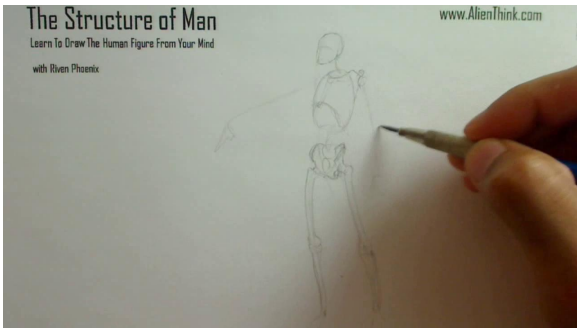
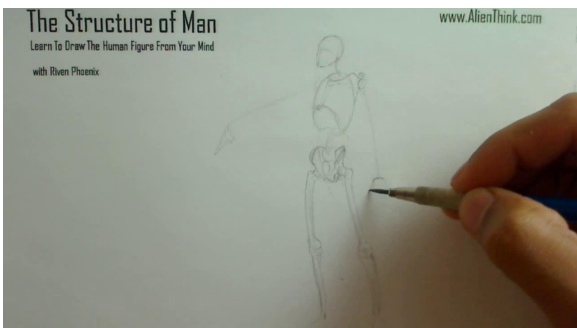
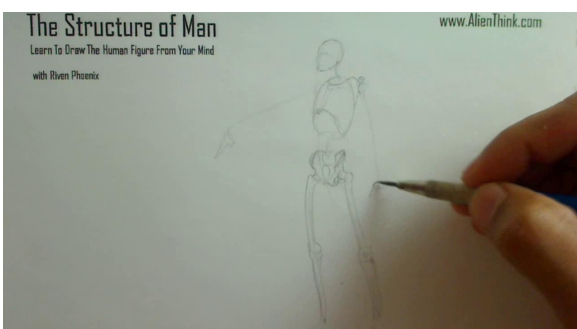
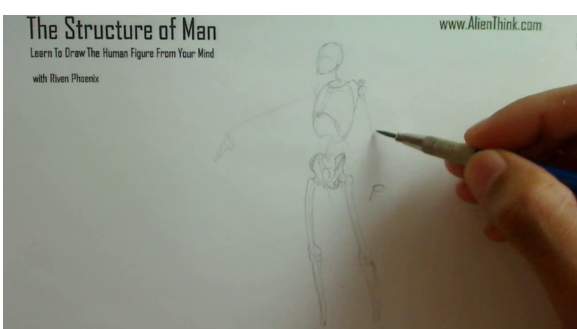
45		to just understand, get the mind to understand what is it that you're drawing and then get
46		that idea in there over here, we know that this is just going to be curving in this way
47		and this will go in this direction and then we'll get that idea here.
48		So once you get that, you can like zoom out and see okay, did I do the pelvis in the

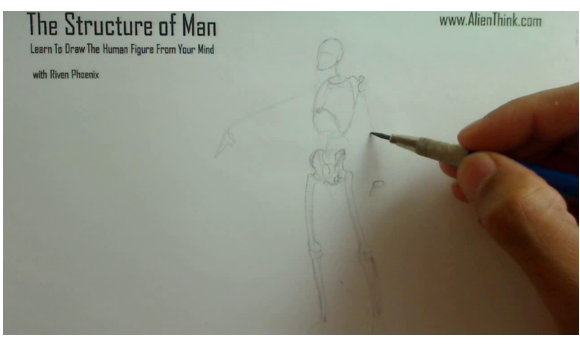
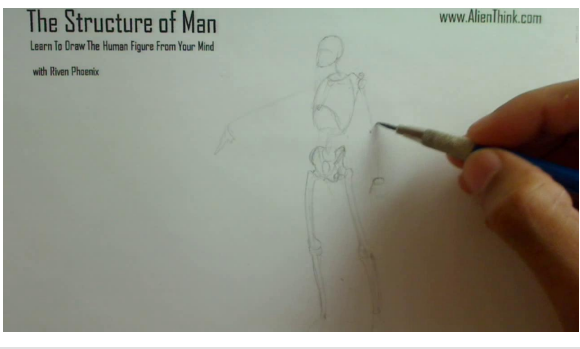
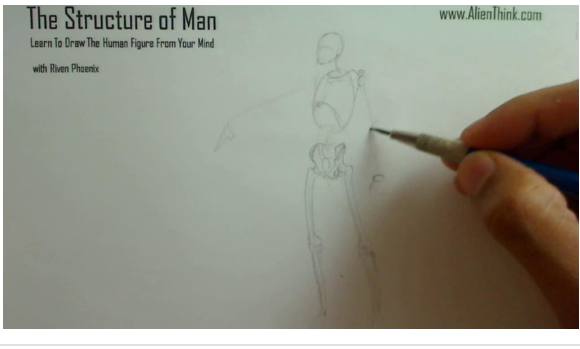
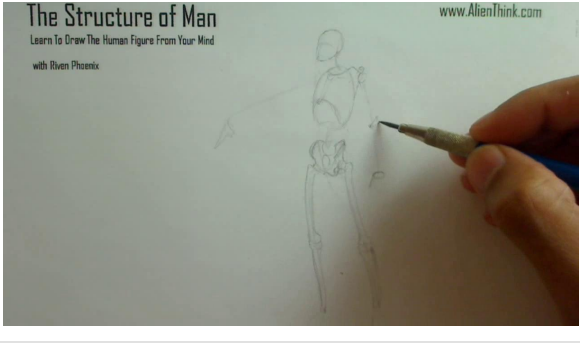
49		correct proportion, right, this is something you're going to have to, we're going to have
50		to deal with all the time.
51		So here we know that the line for the knee is going to be here, so it's going to be kind
52		of like above, above this over here.

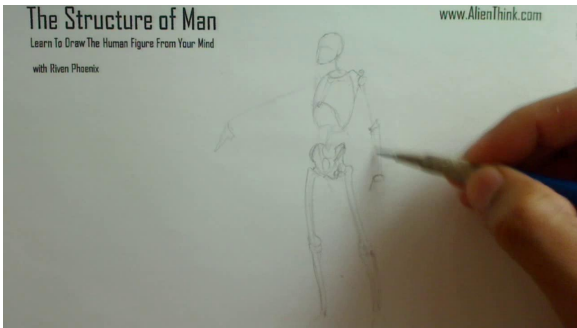
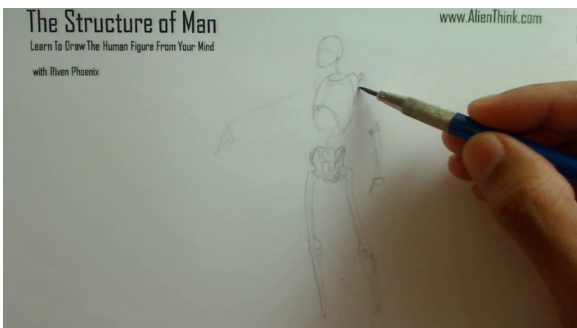
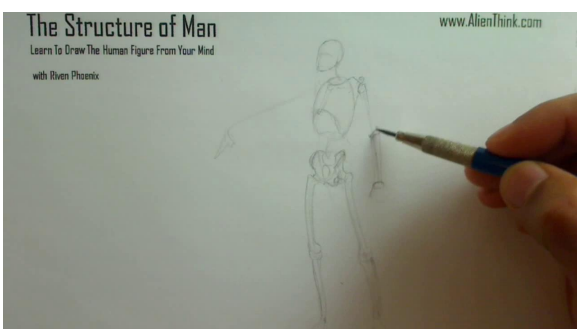
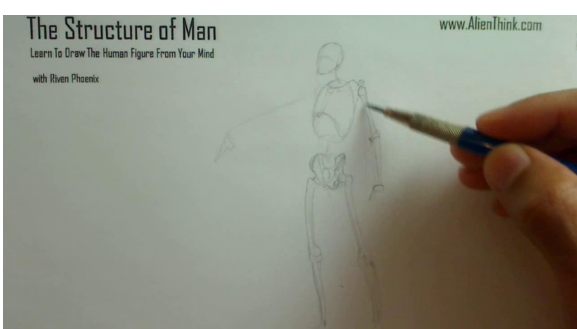
53		So for this, we are just going to simply draw out the femur over here and then draw out
54		this bone over here and this is going to be a little more in perspective over here.
55		So it's going to be a little longer this way, right.
56		So once you draw out the bones, just make sure that he did I come out too far because

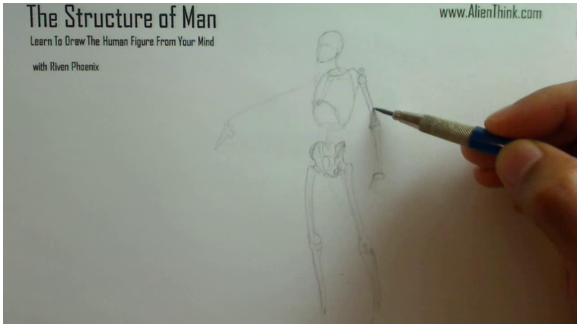
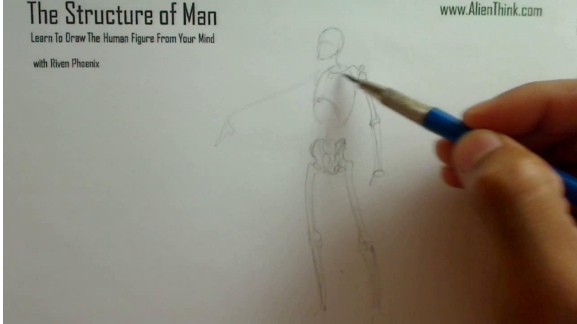
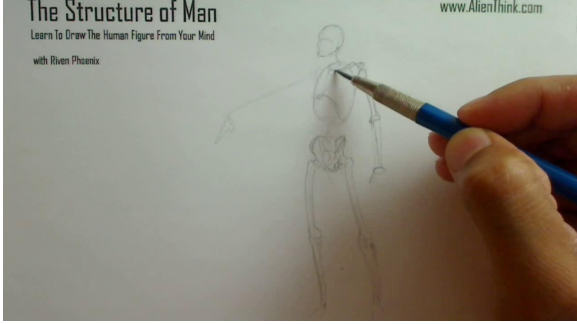
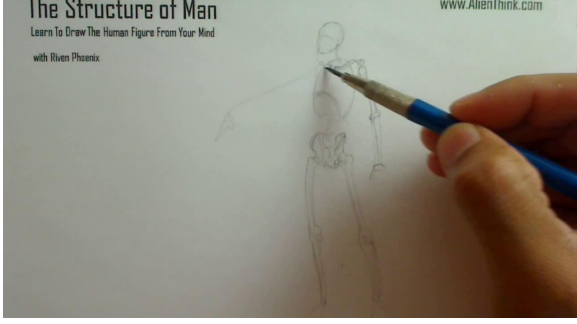
57		I really want this to look like a male figure.
58		Okay, so once we've done this over here, we're going to do it this way, just quickly put
59		down the the the the tabia and the fibula over here, right, this is going to be very easy,
60		this should be very easy now for you.

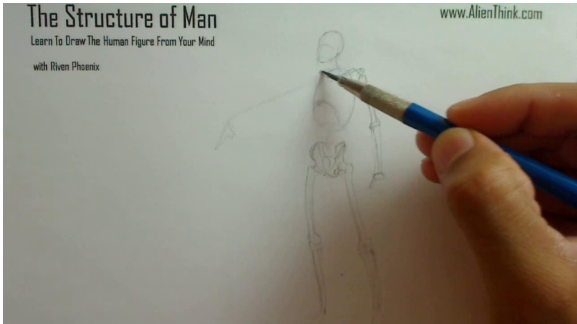
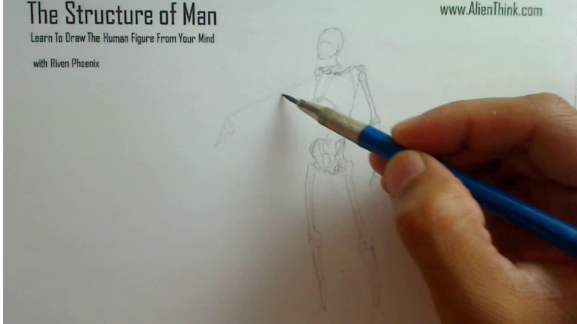
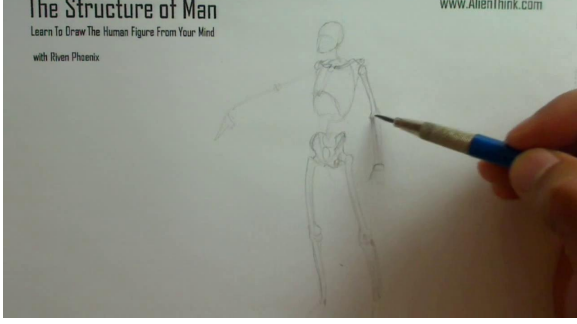
61		And then over here, we're going to get that slight, slight over there, right.
62		So we're basically repeating what we've done before and then over here, we know that
63		okay, this is going to be the scapula over here, going to do this, right, so we can do this
64		very fast.

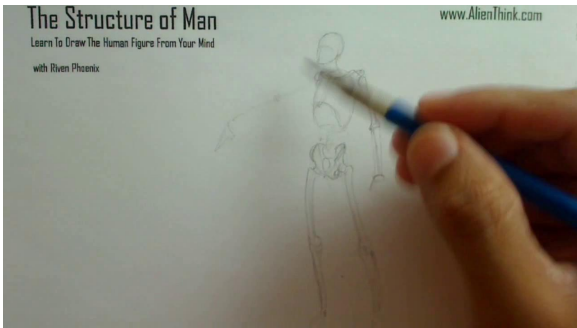
65		And over here, now we want to understand, okay, well, the original idea is that we want
66		the thumb really to go over here in this angle, right.
67		So how should this really be solved here, right.
68		So this is where you want to start to begin to think in 3D, knowing that, okay, well,

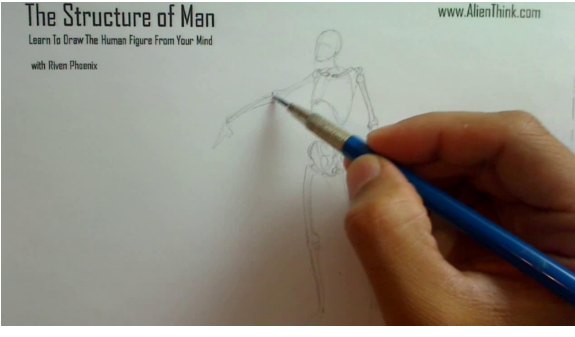
69		you have to kind of like study your arm to see, well, we'll understand where this point
70		is going to be, right.
71		So it's going to be like this, right, so you can understand this more in a 3D idea.
72		So this part here, obviously, the the ulna is going to go here and then the radius is

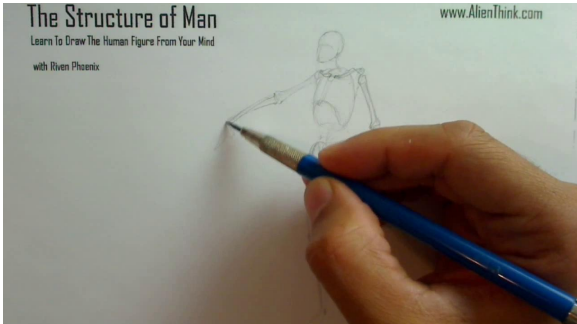
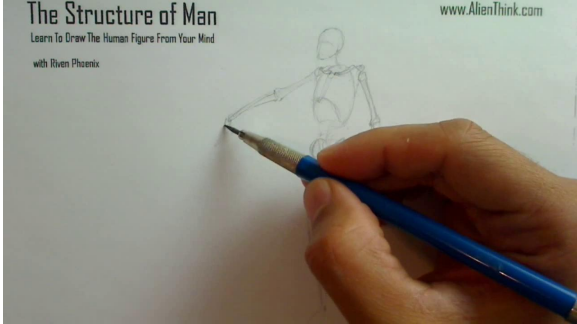
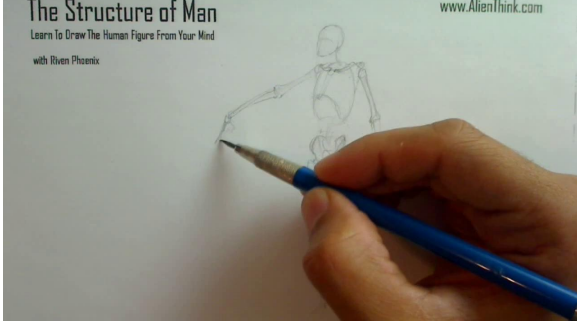
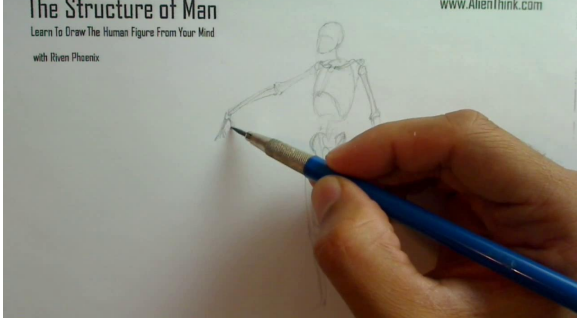
73		going to come over here on this side, right, because the arm is now moving in in this direction,
74		we kind of like turned it into a 3D idea.
75		So what this means is that this humorous bone is going to be now like this, right, it's
76		going to be going like this and curving towards us, right.

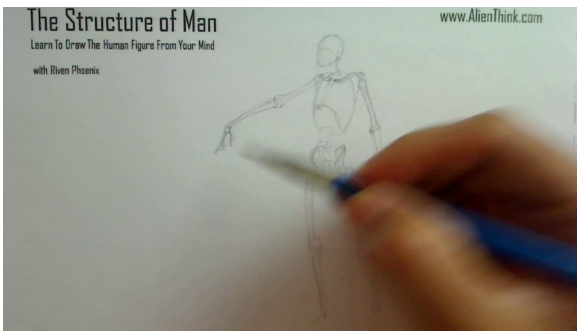
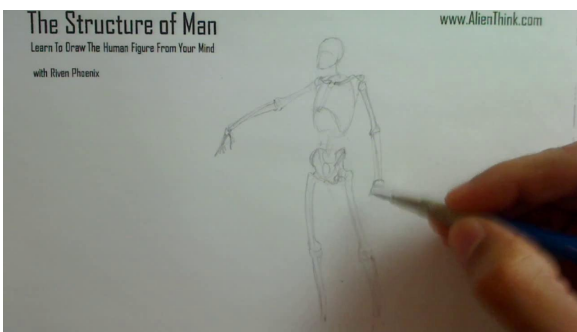
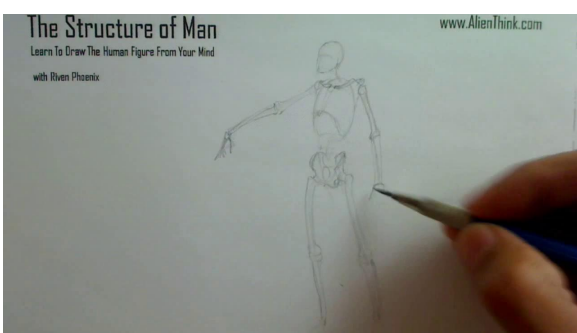
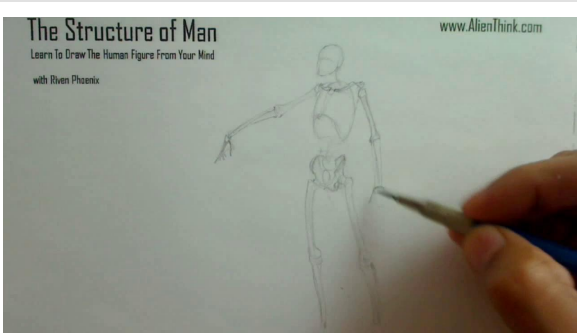
77		So it'll be like this, it'll have like a small curve on that end, right.
78		So here is the the clavicle going in that direction.
79		So notice that there's a space here.
80		And then over here, I'm going to do the same thing.

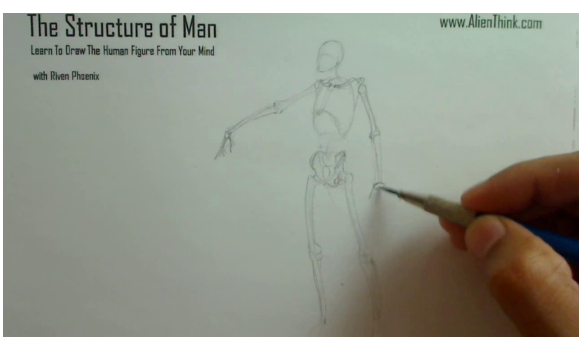
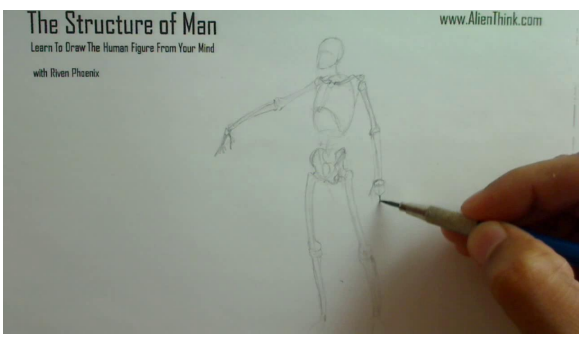
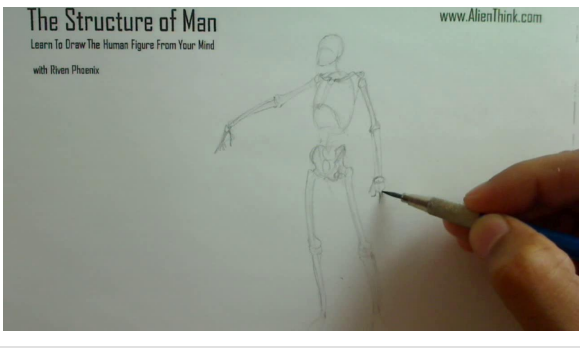
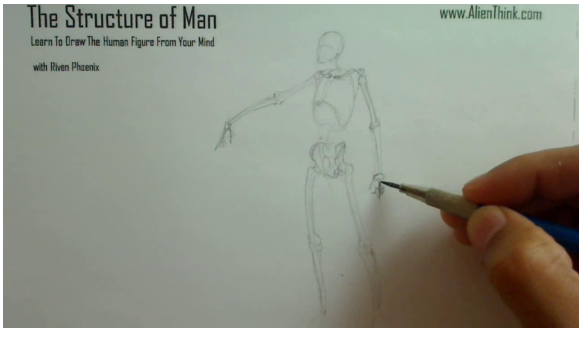
81		Just knowing that, okay, well, the scapula is over there and then here, it's going to
82		be the same determination.
83		Where is this, right.
84		So where this is, I know that the belly button is here and you just do like a comparison

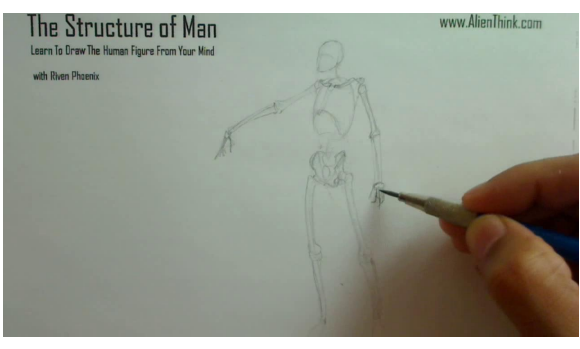
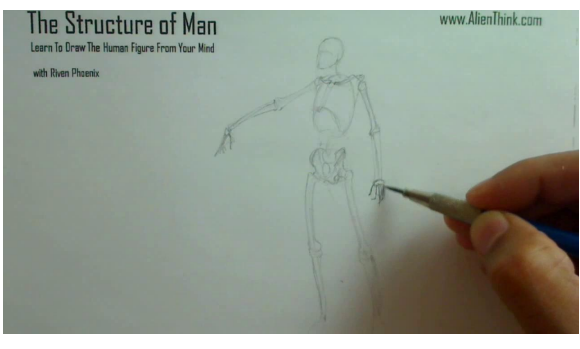
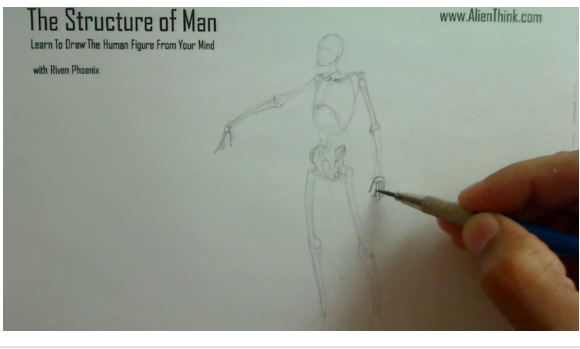
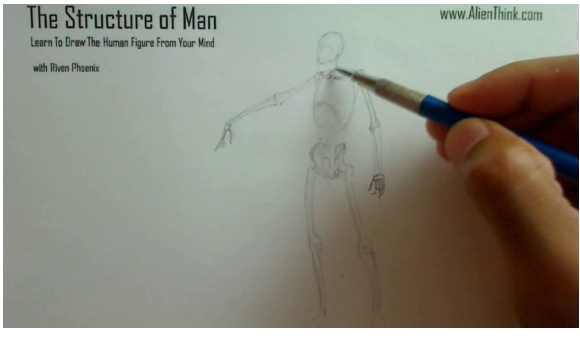
85		of a pendulum system.
86		So here we're going to do that funny bone over here and this is just going to go like
87		this over here, right.
88		And then over here, think about this now, this is the thumb.

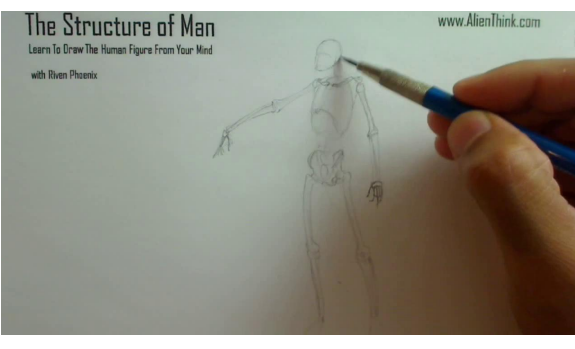
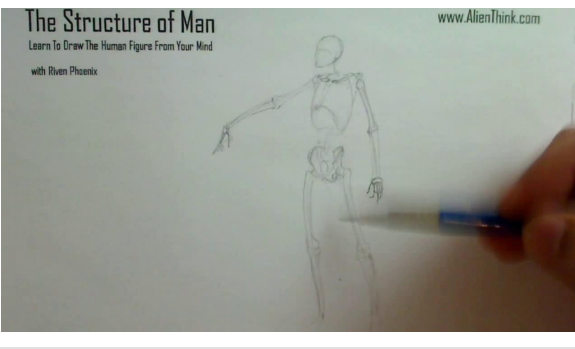
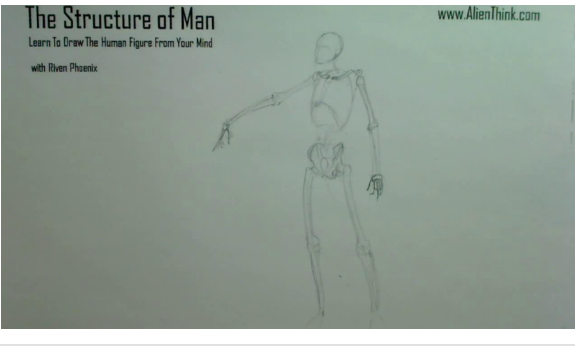
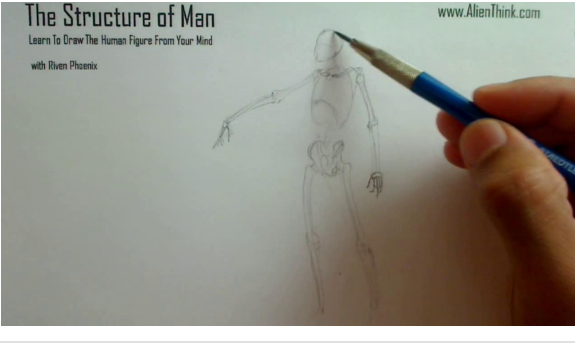
89		So this means that the radius needs to come over here, right.
90		So it's going to be from here, it's going to come like this from the other side and
91		this bone is going to be there on the other side, right.
92		So your elbow is on the other side, but this is how it would turn.

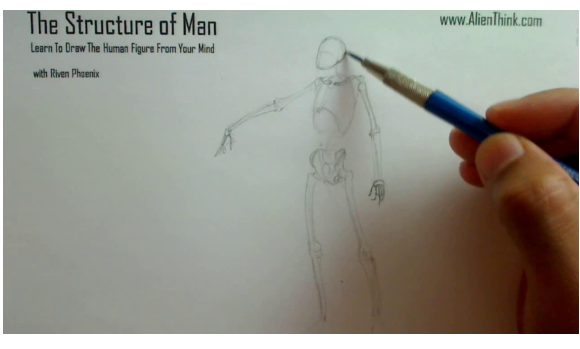
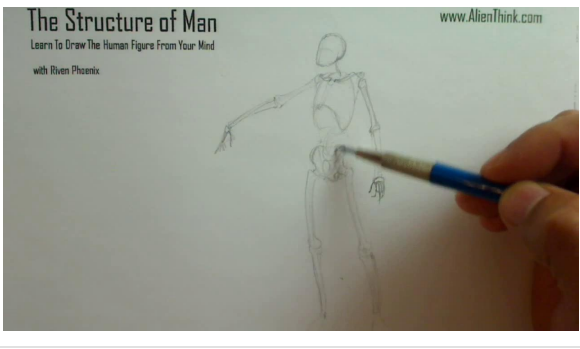
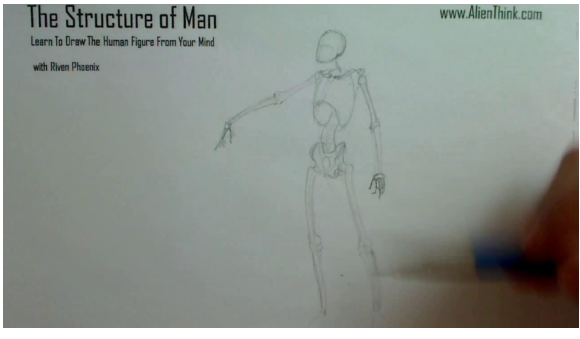
93		And then over here, this is going to be very simple.
94		Just drawing out conceptually, what is it that you want, right.
95		So here we could actually do it this way and then we know that this is just going to
96		come here and you're going to get this, right.

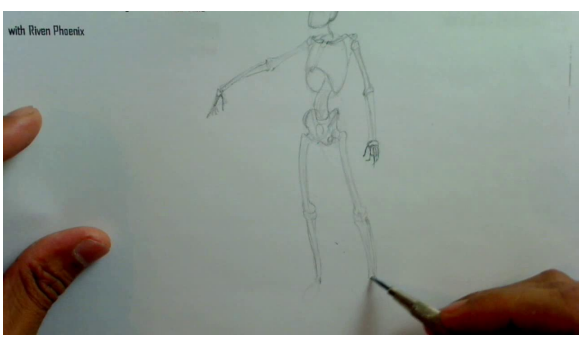
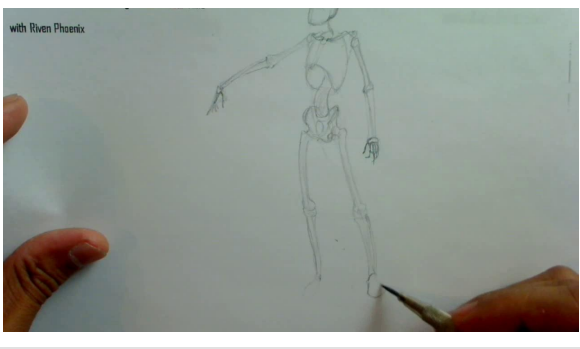
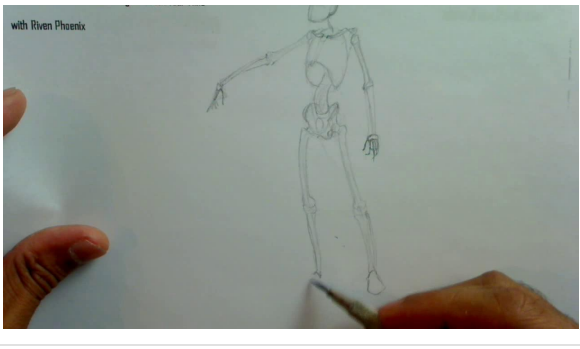
97		So just be suggestive with those bones, it's just too tiny to show on camera, right.
98		So if you did these joints bigger, you could magnify this and start to get into the
99		details.
100		But people really looked at how to solve the hand anyways, okay.

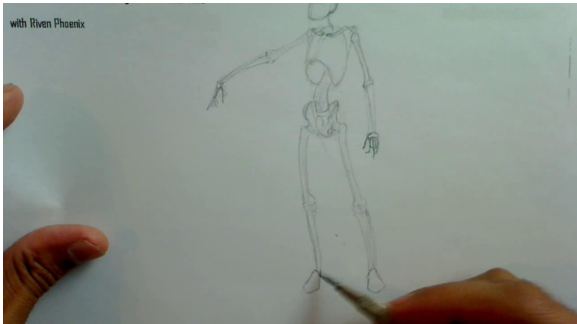
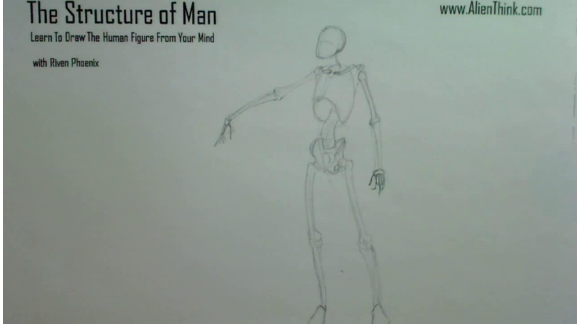
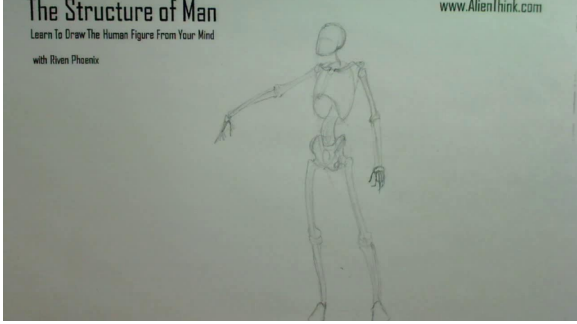
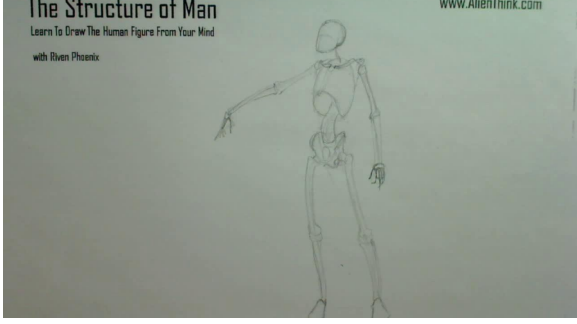
101		So here we're going to do this over here and let's say over here, we can even do, let's
102		say that this finger is going to be like this and then we could like crumple up some
103		of these fingers, right, going in all these different directions, right.
104		We know it's going to work out for us.

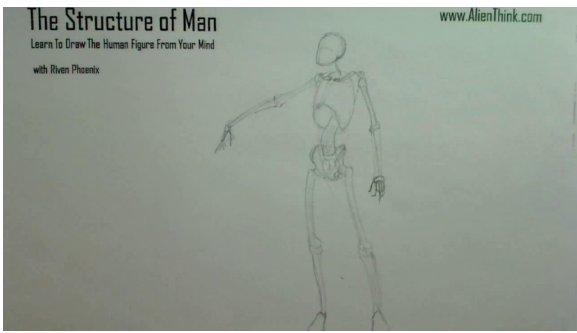
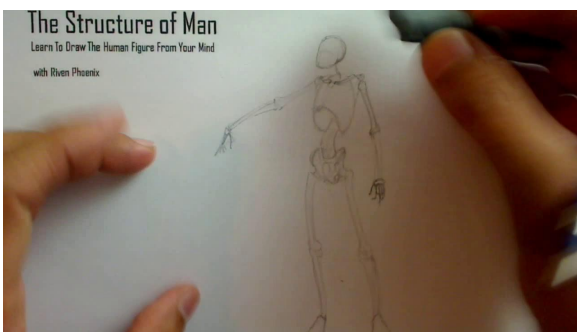
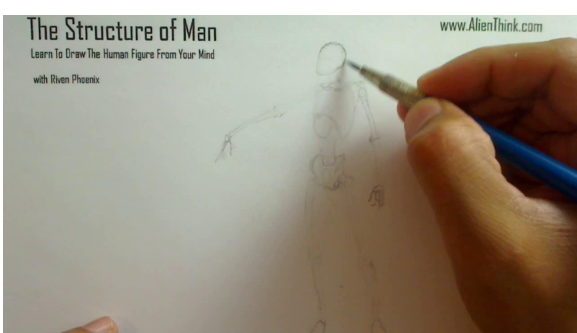
105		Just need to be more of a suggestive idea here and then here for the thumb, we can just
106		do it this way.
107		So this is really the palm area over here and this is going to be the palm area over there.
108		Right.

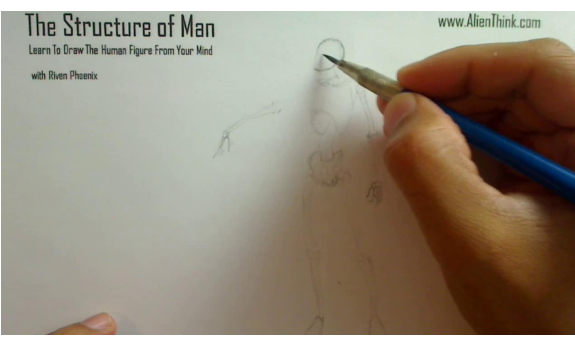
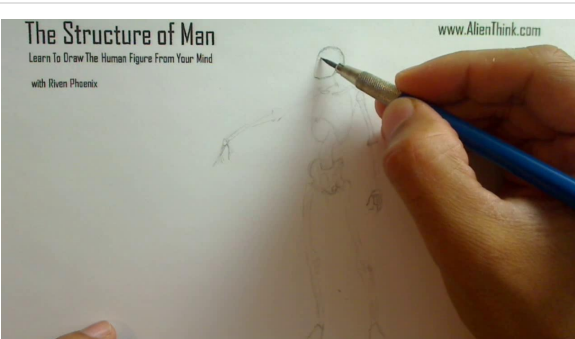
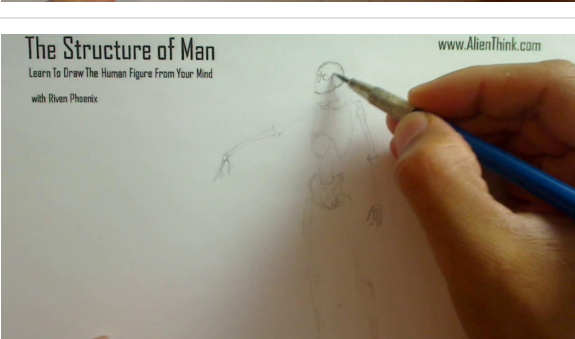
109		So again, we've solved that problem, right.
110		So here you can again once go through this and look at it and say if everything balanced
111		out correctly, right, should the head be a little bigger or not, right.
112		So you can just bulk up the head a little more because these types of anomalies are going

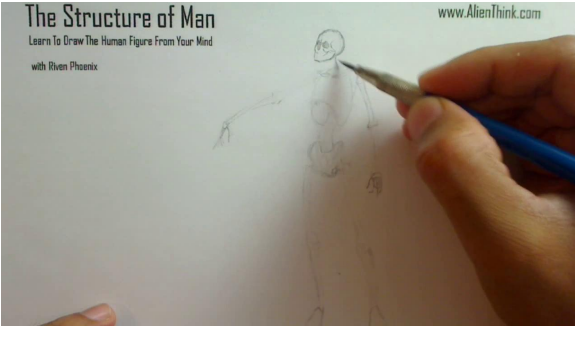
113		to happen, right.
114		You have to like go through that process of fricking things out when you're drawing it
115		freehand, especially a complex structure like this over here, right.
116		So we've basically done this correctly here and then over here, we're going to just come

117		down over here and we already know how this is going to be, it's just going to go on
118		the other side over here and then over here, right.
119		You just got to think about this as a as a shoe design really, right.
120		And then when we get into the muscles, all of this is going to then make make more sense

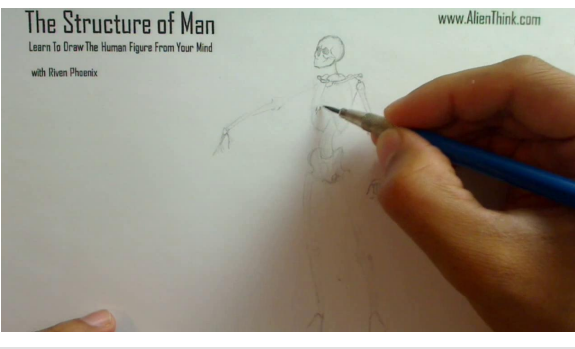
121		that we can do the foot.
122		So once that's done, I'm happy with what I have, right.
123		So the next process is is going through your third drawing process as third drawing process
124		is now getting all the details in.

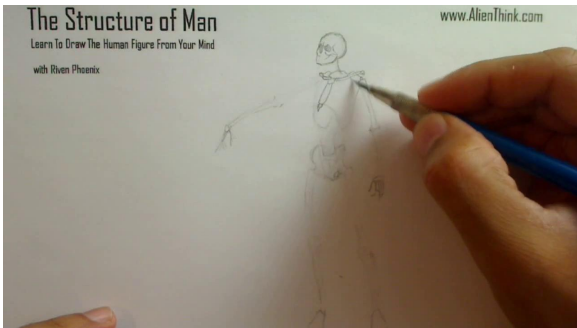
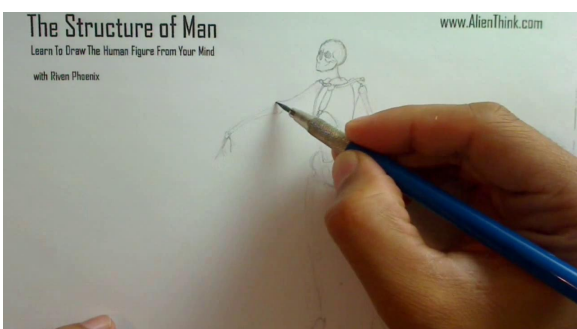
125		So this is going to be the easy part over here.
126		It's going to lightly erase these lines, right, and then come back in and start developing
127		the ideas.
128		So we're going to get the jaw over here, right.

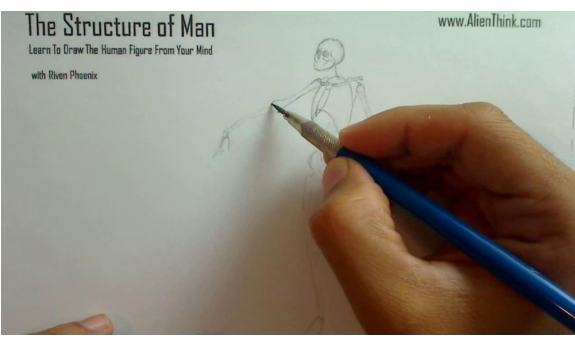
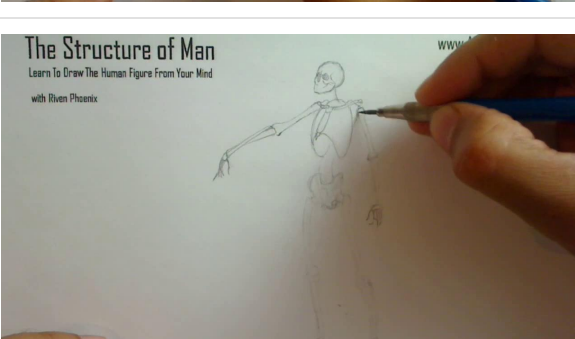
129		I already know this is the eye line over here.
130		So I'm going to get that area over here for the nose, right.
131		So you can see that we don't even have to measure even when it comes to the head because
132		we just used to the ideas, but obviously the if the drawing is much more bigger than you

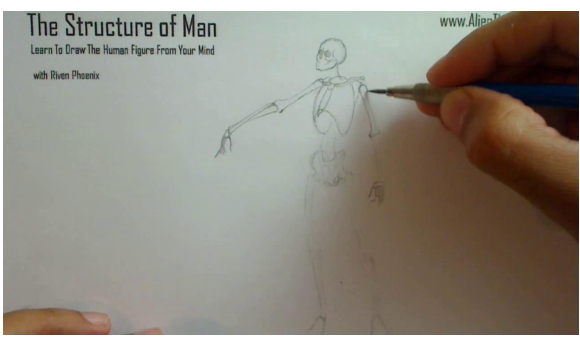
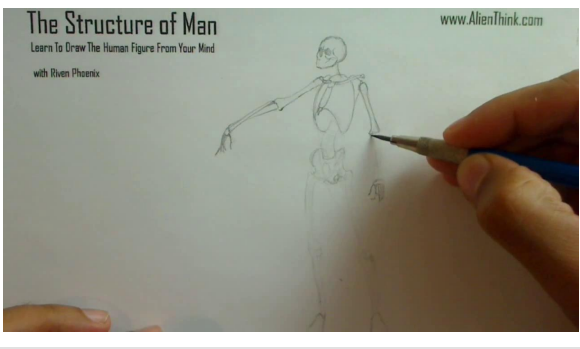
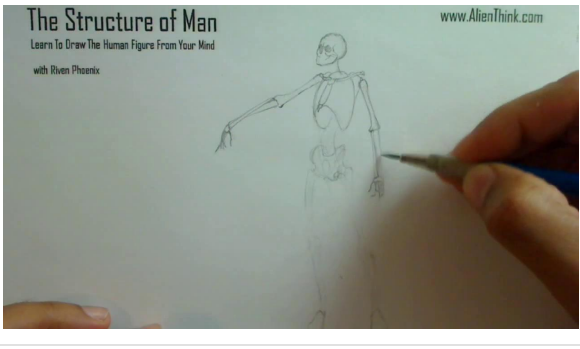
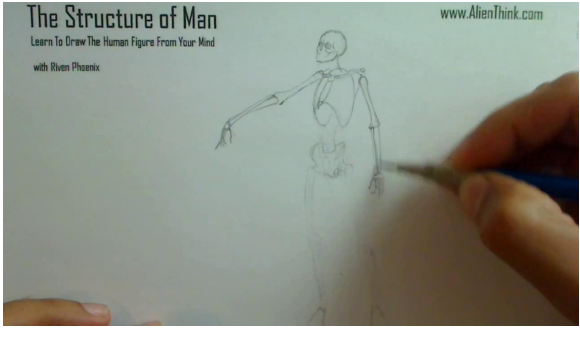
133		do have to measure things out.
134		But if it's this small, your mind's eye can see the ratios from much more further away.
135		So here I'm just going to do this more of a artistic style here again, right.
136		So this is always on an angle over here already know, but the clavicle goes up here, it's

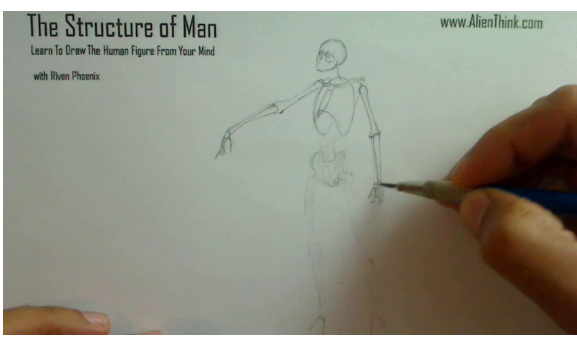
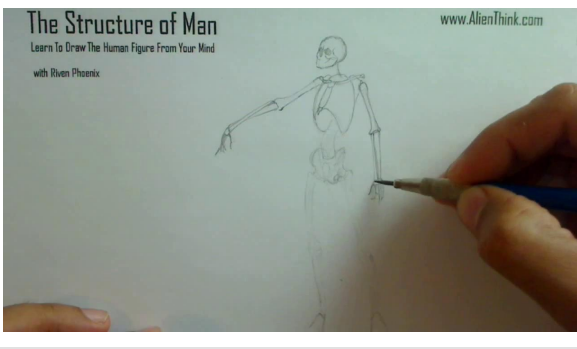
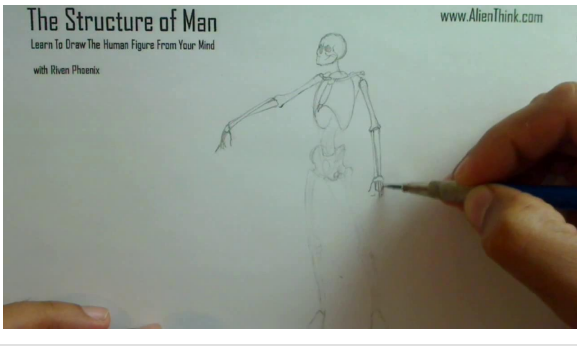
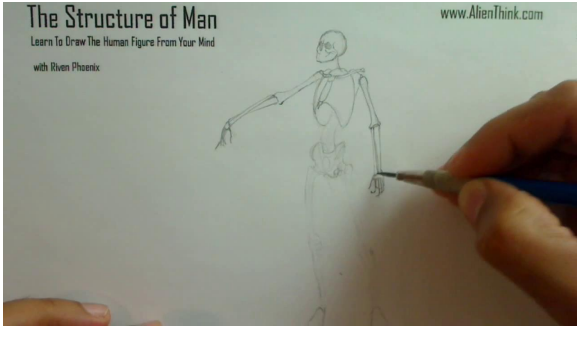
137		going to go here.
138		I'm going to get that bone structure over here, over here we're going to do the clavicle
139		a little like this over here on this side is kind of like going in perspective, do a
140		little bit of the scapula over here, make it go in this direction, right.

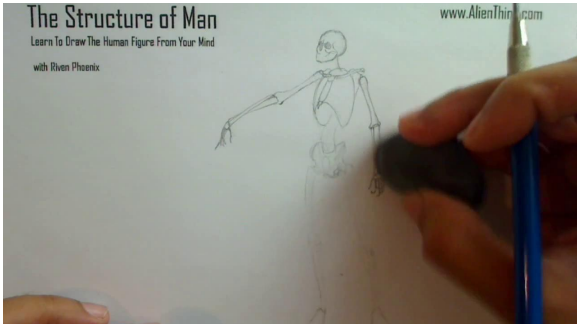
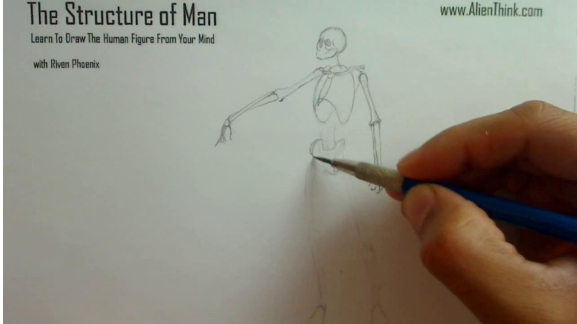
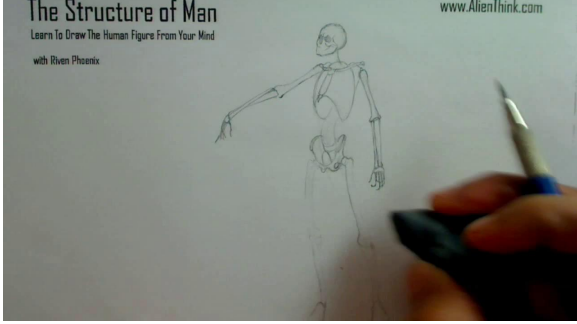
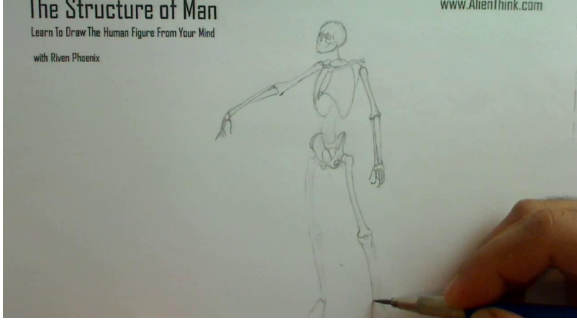
141		So this is just the ribcage going in this way, I'm going to get that sterum over here.
142		Right.
143		So again, this is a conceptual design, right.
144		A detailed design, like a detailed process would be to now start really going in there.

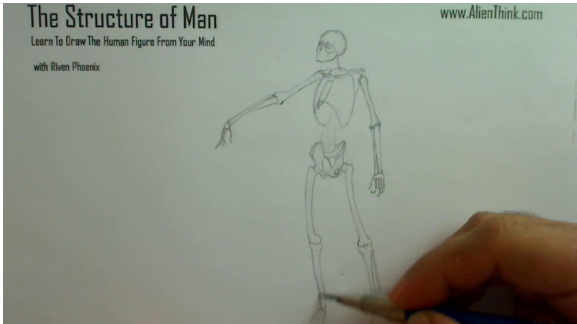
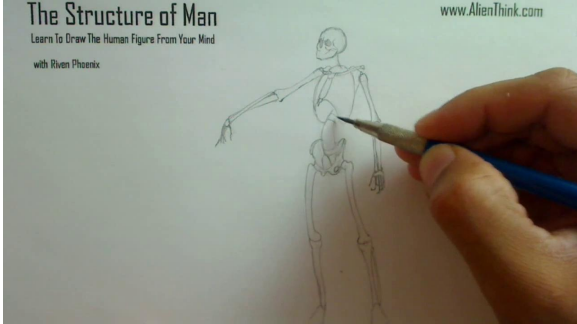
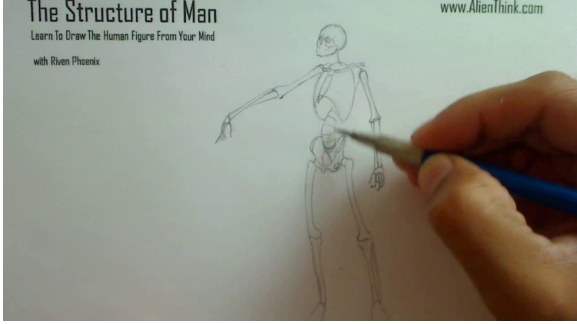
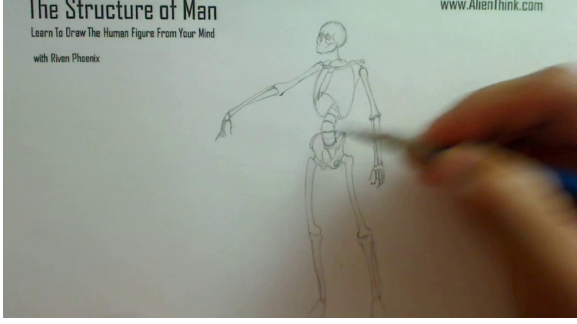
145		Spending more time and that video to be just too long.
146		Okay, so this is done here, we got, we get this over there and here's going to be the bone
147		game.
148		We're going to get this area here is going to be fundamentally important, that idea

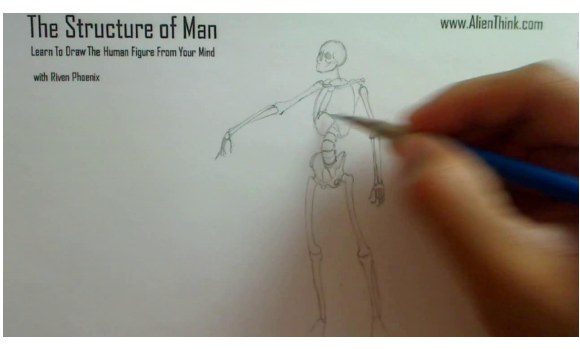
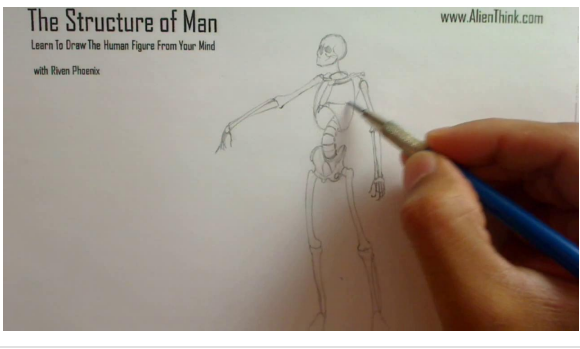
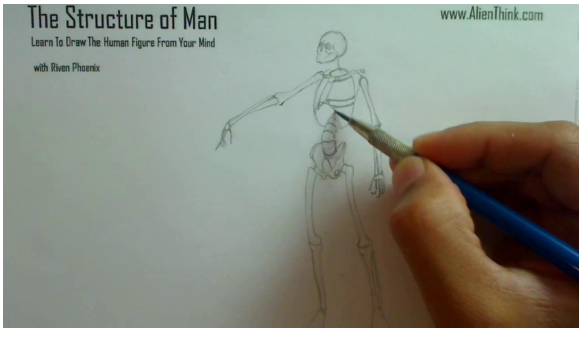
149		here's the the radius and here's going to be the all along, this is just twisting and
150		this is going to be your wrist area first, then you'll get your fingers over here and
151		here again, we can just be suggested with this idea and over here, it's going to be the
152		same thing, just go down this way, right.

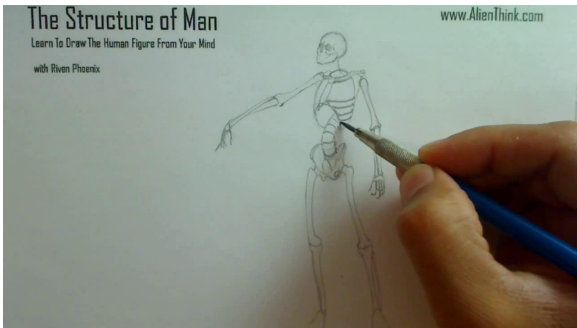
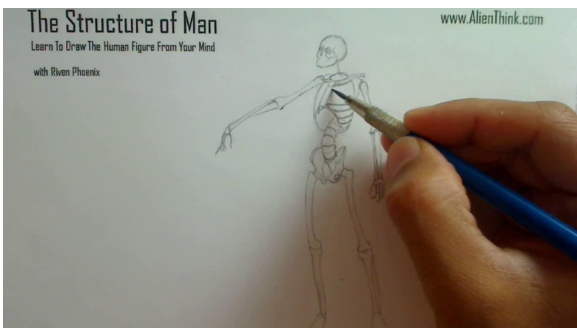
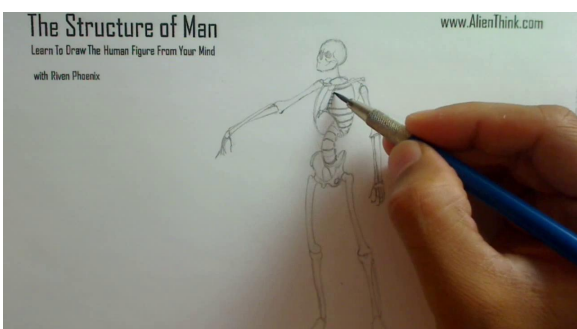
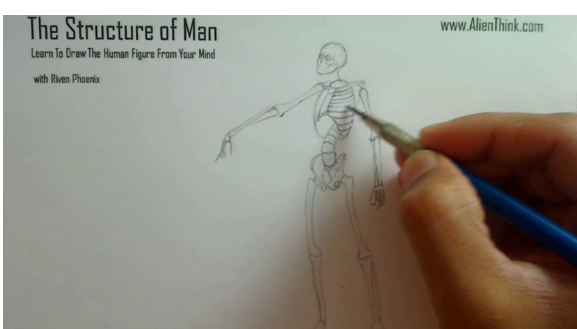
153		This is really going to be in that much more of a perspective idea here.
154		This, we know that this is just going to come over here, like this, and then this bone
155		here is just going to connect over here in this way.
156		These are these fine details, we're doing, so you'll see like a little bit of the elbow

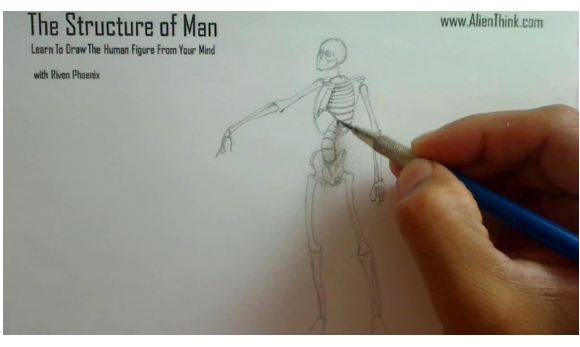
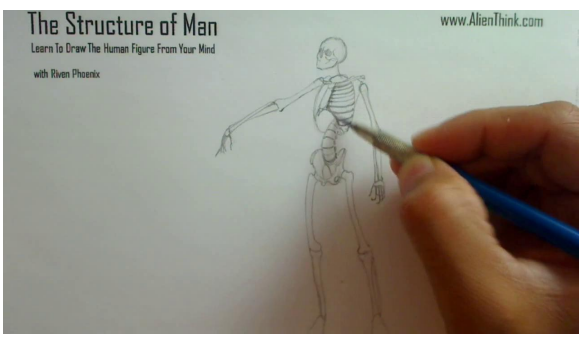
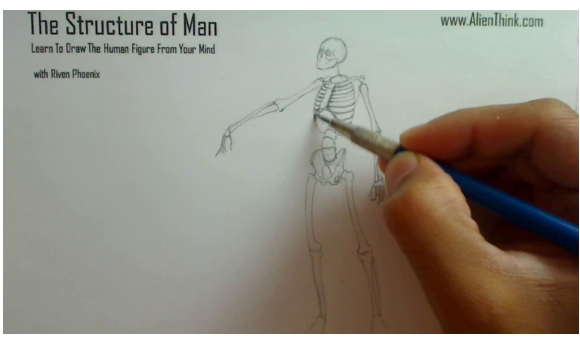
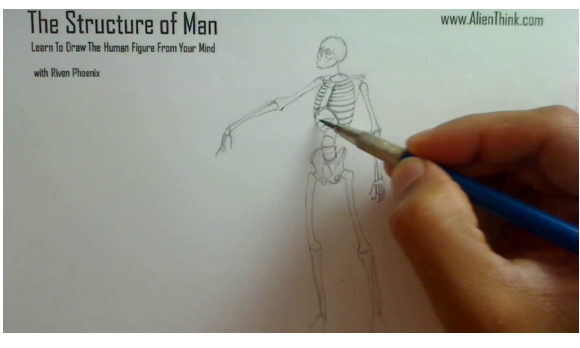
157		on that side.
158		In here I'm just going to leave that be just the palm of the hand, here's the the bones
159		for it over here, we got one, two, three, one, two, three, we're going to over here, you're
160		going to get that piece of bone over there, right, so here I'm just going to clean up some

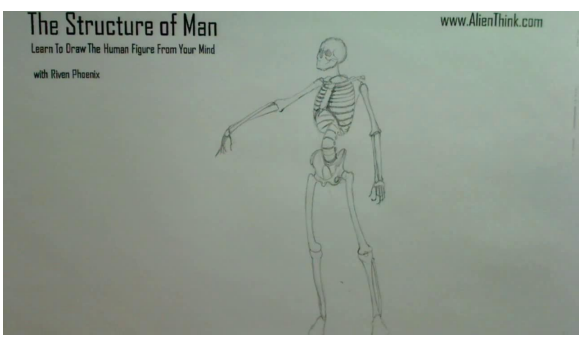
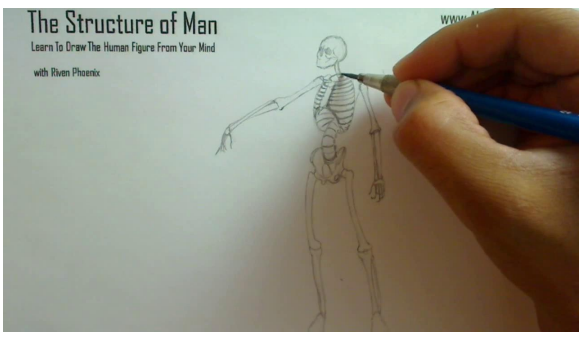
161		of this fuzzy area here, right, so that goes there and then over here we can just come
162		like this, and this way over here, okay, so for
163		this area here, we're going to do this bone like this, the knee, and you're going to get
164		a tibia over here and then we'll get the fibula over here, and this one will just finish

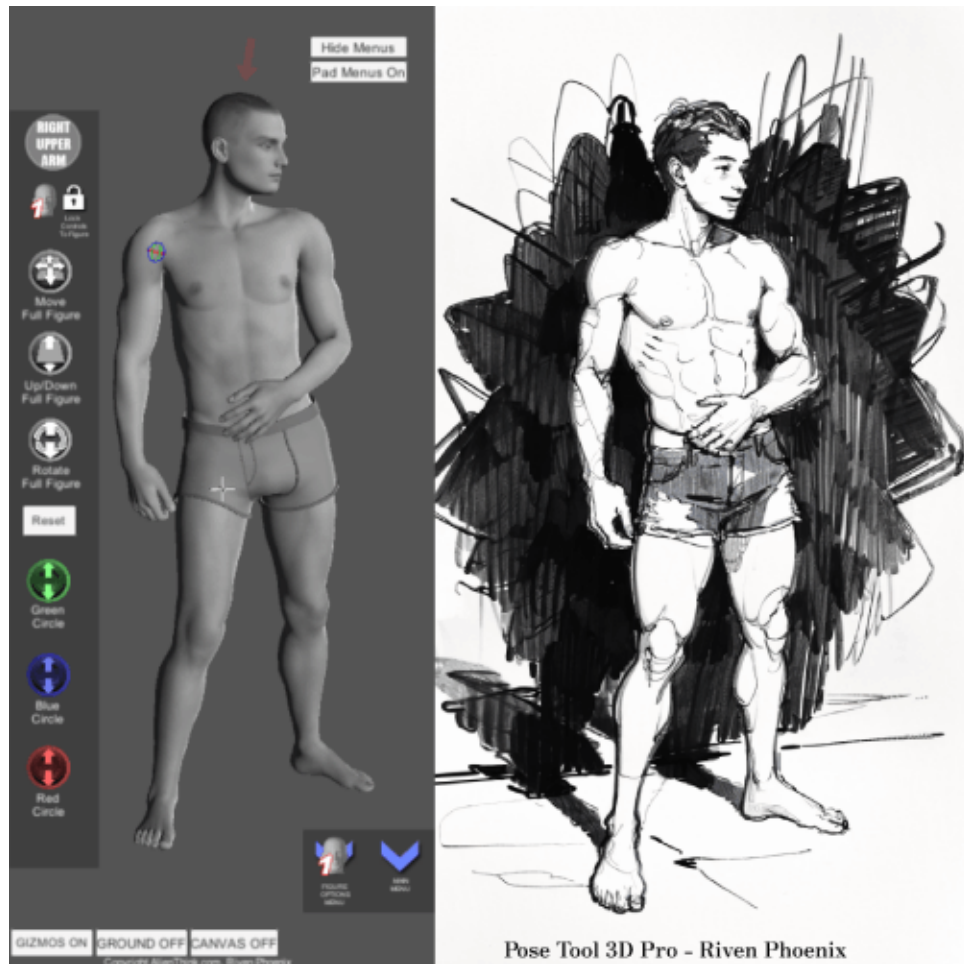
165		this off over here, right, so this is going to be the spine area going in this way, we
166		already know how to do this, just divide this in this way, right, so you've got this
167		area over here, and then you're going to get conceptually these ideas over here, right,
168		if you want to make this realistic you can, okay, so to finish this off here, now let's

169		just work on this chance cavity, we already know this is going to be the top on the 12th one,
170		this is really just going to be the 11th one over here, and over here we know this is the 7th one,
171		that's going to go upwards over here, right, and then you're going to get the 8th one, then you're
172		going to get the 9th one and the 10th one, right, it just has to do with suggestion, right, so this

173		one is going to come here and then we'll go up the other way, so here this is 2, I need 3, 4, 5, 6,
174		right, so I'm going to get these ideas here, right, so you will have like a bone structure here
175		that we talked about conceptually, I mean you can just make this darker, if you dead part darker,
176		if you really want to show it, right, we can spend more time on it and show this whole bone structure

177		here to how this is working, we talked about this whole area here, it's a separate thing and then
178		they connect, right, and then now to finish this off, we know what we have to do over here,
179		and then we're done with this, and then over here, this one will hang off, then you'll get one more
180		here and from the 10th, get it this way, right, so conceptually we've also now fully completed this

181		from a 3, 4th floor, so here we can see again that we have mastered the conceptual idea of
182		the skeletal structure from the 3, 4th view, so I'll see you in the next lesson, thanks,



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